ROCKET ENGINE NUMERICAL SIMULATOR OVERVIEW PRESENTATION

presented by

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October 22, 1992

ROCKET ENGINE NUMERICAL SIMULATOR

- RENS Definition
- Objectives
- Justification
- Approach
- Potential Applications
- Potential Users
- RENS Work Flowchart
- RENS Prototype
- Conclusions

RENS DEFINITION

- Rocket Engine Numerical Simulator (RENS) Performs Liquid Rocket Engine Propulsion System Analyses and Design
- RENS Gives Engineer a 3-D Transient Tool for Analyzing Engine Systems (Tanks - Feed System - Thrust Chamber)
- RENS Will Surpass/Encompass Capabilities of **Current System Codes (ROCETS & Generic** Power Balance)

RENS DEFINITION

- RENS is Long Term and Large Scope
- RENS Features Include:
- System Executive
- Graphical User Interface
- Incorporation of Users' Technical Codes Capabilities
- Easy to Use
- Data Management Industry/University/ Gov't Advisory Group
 - Public Domain
 - Evolution of

733 NP-T1M-92 NTP: Systems Modeling

OBJECTIVES

- Enable spontaneous and adaptive rocket definition, generation, performance evaluation, and failure analysis.
- Develop capability to simulate component and system level performance of rocket propulsion systems.
- Provide rapid and accurate assessment of rocket to increase design efficiency.
- Incorporate and integrate validated computational simulation codes/technologies.

ROCKET ENGINE NUMERICAL SIMULATOR

JUSTIFICATION

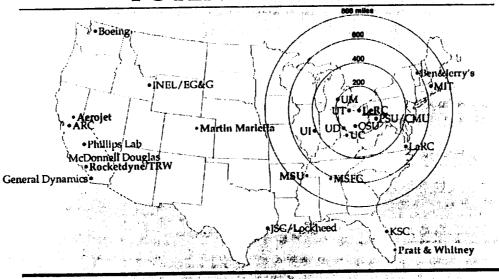
- Following capabilities required by NASA to do our job: independent verification of proposed rocket performance, new rocket designs, assess impact of new rocket technologies.
- Standardized industry design/analysis tool (industry-university-government participation).
- Streamline, enhance, and alter research & analysis process to reduce time and cost.

APPROACH

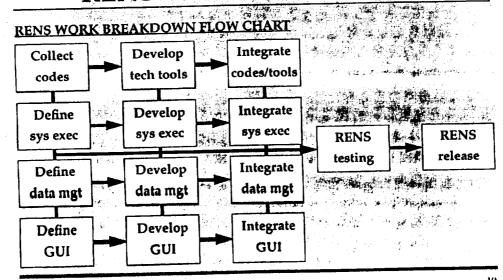
- •The RENS program will be patterned after, and will leverage from, the Numerical Propulsion System Simulator (NPSS), currently under development at NASA LeRC for aircraft propulsion systems.
- RENS will incorporate component level descriptions to predict performance and reliability.

ROCKET ENGINE NUMERICAL SIMULATOR POTENTIAL APPLICATIONS

- Chemical Propulsion Systems
- Nuclear Thermal Propulsion Systems
- Propulsion System Test Facilities
- Nuclear Electric Propulsion Systems
- Space Power Systems



RENS WORK STRU



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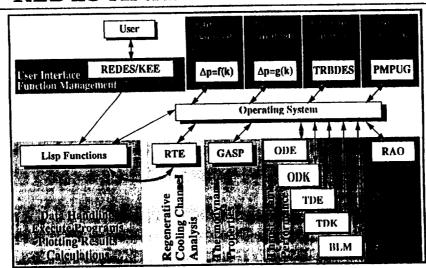
RENS PROTOTYPE - REDES

- Prototype Capability Initiated in 1989 with Rocket Engine Design Expert System (REDES).
- REDES Used to Conduct Various Studies and Model Various Engines:
- Nozzle Performance Parametrics (SSME, RL10)
- Nozzle Design (NTR)
- Rocket Engine Test Facility Capability Assessment (NASA LeRC Rocket Engine Test Facility Ejectors)

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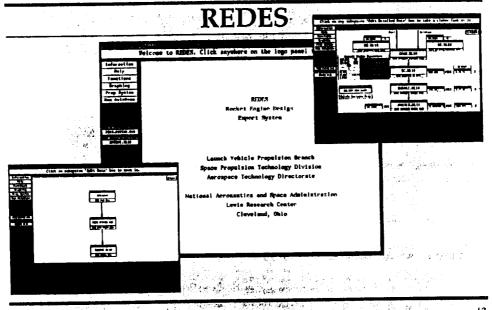
ROCKET ENGINE NUMERICAL SIMULATOR

REDES ANALYTICAL DOMAIN



NTP: Systems Modeling

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CONCLUSIONS

- RENS Capabilities Required For Simulation Development.
- Simulation Capability Required By Gov't, Industry, and University in Many Technical Disciplines.
- RENS Prototype Exists at LeRC:

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RENS USER SURVEY (part 1 of 2)

- Q: How Would You Use RENS?
- Q: What Would You Add To the Current RENS Description? What Would You Delete?
- Q: What Do You Like About the Current RENS Description? What Do You Dislike?
- Q: What Would Be the Impact of Using RENS On Your Organization? Technology Benefit? Cost Benefit?

ROCKET ENGINE NUMERICAL SIMULATOR

RENS USER SURVEY (part 2 of 2)

- Q: Would You Be Interested In Developing Some Portion of RENS? What Portion?
- Q: How Would You Justify Expending Resources In the Use of RENS to Your Management?
- Q: May We Cite Your Responses In Our Advocacy Presentations to NASA Headquarters?